

AMENDMENTS TO THE CLAIMS

Claims 1-24 (canceled)

25. (currently amended) A game task execution management method executable on a server with which a plurality of terminals are connectable via a network system, each of said terminals being executable with the same game program ~~for carrying out a common task~~, said method comprising the steps of:

registering on a database of the server information which is sent from said terminals via the network in response to player's operations on the terminals, respectively, said information including plural items which the players want to register on the server, said items including a current progress status of the game being executed on each of the terminals;

when received from a terminal in response to a player's operation via the network, a request for participating in the game being currently in progress played on ~~the other~~ another terminal ~~or terminals~~ on the network when said request is made, searching at least one ~~or ones~~ matching ~~to~~ the request among the terminals currently on the network of the players registered on the database and the one on which the game is already started and currently in progress; and

sending to the terminal all the request control information ~~control-~~
~~information~~ necessary for starting the game program from an intervene stage of the game already started and currently in progress ~~being played~~ on the another terminal ~~or terminals~~ selected as matching ~~to~~ the request, so that all of the terminals selected as ~~the~~ a team have the common control information from said intervene stage of the game for playing the game in which the players selected as the team work together in

cooperation with one another toward a ~~performing said~~ common task on the game
executing on the respective terminals.

Claim 26 (canceled)

27. (currently amended) An online game-participant organizing method
executable on a server with which a plurality of terminals are connectable via a
network, each of said terminals being executable with the same game program ~~for~~
~~carrying out a common task~~, said method comprising the steps of:

registering on a database of the server data items personal to the participants
sent via the network from the terminals in response to the participants' operations,
respectively, said items including a current progress status of the game being executed
on each of the terminals;

upon receipt of a request for participating in the game from a terminal
through the network, selecting at least one ~~or ones~~ matching ~~to~~ the request of the
terminals currently on the network and being currently in progress to a stage of ~~played~~
~~with the game by the participants~~ another participant among the participants registered
on the database when said request is made; and

transmitting to the terminal on the request common control information so as
to start the game program from the same stage of the game as with the selected
~~terminals~~ terminal on which the game is already started and currently in progress to
the stage of the game on the network so that the participants selected as a team work
together in cooperation with one another toward ~~for carrying out the game for a~~
common task from an intervene stage of the game ~~in cooperation~~.

Claim 28 (canceled)

29. (currently amended) A game progress management method on a server to which a plurality of terminals are connectable, each of said terminals being executable with a game program ~~for carrying out a common task~~, said method comprising the steps of:

registering individual information of the user at the terminal including a game progress status on the terminal and a request with the user's desired condition for participating in the game sent from each of said terminals;

selecting from the registered terminals one which matches with the request to organize a team for ~~carrying out the~~ selected participants to work together in cooperation with each other towards a common task on the game;

sending to each of said selected terminals control information for executing the game as a team; and

when ~~a terminal~~ one of said selected terminals requests to start the game program from an intervene stage of the game being played on ~~the other~~ another of the selected terminal on which the game is already started and in progress to the stage of the game, sending to the terminal on the request control information to start the game program from the intervene stage of the game, so that the participant on the request joins the game from the intervene stage to work in cooperation with another participant towards the common task.